

**MANUAL
FOR
UMPIRES**

(NAVMC—3254)



**U. S. M. C.
LANDING OPERATIONS
1944**

TENTATIVE

This manual should serve as a guide and presents reference information only.

Decisions of umpires with subordinate units during combat must generally be made without delay and based on hasty approximations of the factors involved.

TABLE OF CONTENTS

	Page
I FLAG SIGNALS	1
II RATES OF ADVANCE (Infantry)	1
Organization of Ground (Hasty Defense)—Time required	1
III POWER FACTORS	2
1. Weapons	2
2. Units	2
3. Factors explained	3
4. Application of Sample work sheet for computing	3
IV LOSSES	7
1. General	7
2. Personnel	7
a. Prisoners of War	7
b. Medical Casualties	7
c. Battle Casualties	8
(1) Infantry	8
(2) Artillery	9
(3) Other Units	9
(4) Daily Losses of Personnel, Table of	9
3. Materiel Casualties	10
a. General	10
b. Mechanized Vehicles	10
c. Airplanes	11
d. Combat Transportation, Boat and Transport	11
4. Delays	11
a. Demolitions	11
b. Other Delays	11
V COMMUNICATIONS	13
VI TECHNIQUE OF UMPIRING	15
1. Organization	15
2. Equipment, Transportation and Messing	15
3. General Instructions	15
4. Duties of Umpires	17
a. Chief Umpire Duties	17
b. Senior BLUE and RED Umpire Duties	17
c. Infantry Battalion Umpire Duties	18
d. Infantry Company Umpire Duties	18
e. Logistics and Administrative Umpire Duties	20
f. Ship to Shore Movement Umpire Duties ..	21
g. Medical Umpire Duties	21
h. Beach and Shore Parties Umpire Duties ..	21

i.	Light Artillery Umpire Duties	22
(1)	General	22
(2)	Base Defense	22
(3)	Marking Artillery Fires	22
(4)	Penalties from Artillery Fires in Land- ing Operations	23
(5)	Ammunition Allotments for Neutrali- zation	24
(6)	Rates of Fire	25
(7)	Ammunition Capacities	25
(8)	Number of Concentrations Possible ..	25
(9)	Characteristics of Artillery	27
j.	Chemical Warfare Umpire	29
(1)	Casualties from Chemical Agents	29
(2)	Types of Chemical Agents	29
(3)	General Rules	29
(4)	Ammunition Requirements	30
(5)	Smoke	32
k.	Aviation Umpire Duties	32
l.	Squadron Umpires	33
A.	Aircraft Losses	34
B.	Effect of Air Attack	35
m.	Antiaircraft Artillery Umpire Duties ..	36
(1)	General Rules	36
(2)	Aviation Losses from Antiaircraft Fire	36
n.	Naval Gunfire Support Umpire Duties ...	38
(1)	Naval Gunfire Data	39
	Reminders for Umpires; Do's and Don'ts	42
	Report of Umpires	42
VII	CRITIQUE	43
1.	Preparations and Presentation	43
2.	Outline of Critique	43
VIII	FINAL REPORT	44
	Special Military Symbols	45
	Index	49

I FLAG SIGNALS

Control flags will be used by umpires and convey the following meanings:

Flag	Meaning
WHITE	Suspend all action and movement in both forces. Conference desired with umpires of opposing units. Resume maneuver when flag is lowered.
BLUE	Unit displaying BLUE FLAG has fire superiority and may advance at rate prescribed by umpire. Opposing force must halt advance, and, if attacked, dig in or withdraw.
RED	Naval gunfire, artillery, bombs or mortar fire falling within 100 yards of RED FLAG.
YELLOW	Gassed area; extent and nature as indicated by umpire.

II RATES OF INFANTRY ADVANCE (approximate)

Ground Organization	Relative Strength Attack to Defense Power Factor Ratio	Maximum Rate of Advance 1st Hour (average per 10 minutes)	Maximum Rate of Advance per hour thereafter (average per 10 minutes)
None	1½ to 1 2 to 1 2½ to 1 3 to 1 No resistance	100 yards 200 yards 225 yards 250 yards 400 yards	None 125 150 175 400
Hasty	1 to 1 1½ to 1 2 to 1 2½ to 1 3 to 1	None 100 yards 150 yards 200 yards 225 yards	None None 100 125 150
Complete	less than 2 to 1 2 to 1 2½ to 1 3 to 1	None 100 yards 150 yards 200 yards	None 75 100 125

For relative strength consider supporting arms, terrain, N.G.F. artillery, aviation, tanks, etc.

ORGANIZATION OF GROUND

Time in hours considered required to prepare a balanced hasty defense.

	Type of Soil		
	Soft	Average	Hard
In daylight	4	6	8
At night	6	9	12

III POWER FACTORS

1. The relative power of the weapons of the units in opposition in a certain sector is compiled by multiplying the number of such weapons by a factor denoting its relative power and then adding up the total for all weapons of all types. The factors, which are more or less arbitrary, are as follows:

R	—Rifles	—	1
AR	—Auto rifles, light MG.	—	3
MG	—Machine guns, cal. .30	—	10
AT	—Machine guns, cal. .50 (antitank)	—	10
37	—Guns, 37mm	—	15
M	—Infantry mortars	—	15
C	—Cars, armored or scout	—	20 (a)
T	—Tanks, light or combat car	—	30 (a)
HT	—Tanks, medium or heavy	—	40 (a)
LA(75)	—Light artillery (75mm gun or how)	—	30 (b)
LA(105)	—Light artillery (105mm how)	—	35 (b)
MA	—Medium artillery (155mm how)	—	40 (b)
HA	—Heavy artillery (155mm guns or larger)	—	50 (b)

2. Unit power factors.

(Per USMC Organization Tables 1938)

Infantry Units	Power Factor
Rifle Squad (9 E. M.—2 BAR)	13
Rifle Platoon (3 squads)	45
Rifle Company (3 platoons)	145
Machine-gun section (2-cal. .30 MG.)	20
Machine-gun platoon (4-cal. .30 MG.)	40
Machine-gun company (12-cal. .30 MG.) (in attack)	120 (*)
81mm section (2 mortars)	45
81mm platoon (2 mortar sections)	90
Infantry Bn. (3 R. Cos., 1 MG Co., 1 M Plat.)	680
Tank Platoon (5 L Tanks)	150
A-Tank or A-Boat Plat. (6-cal. .50—3 gun sections)	60
Light Artillery Units (75mm gun or how.)	
Battery, 75mm (4 guns)	120
Battalion, 75mm (12 guns—3 Btrys)	360
Regiment, 75mm (24 guns—2 Bns.)	720

NOTES:—The foregoing figures apply to the attack. For use in defense the above factors are increased by 10 percent.

Reduce 50 percent while infantry unit is actually under artillery fire.

In smoke reduce small arms fire power:

Troops in open, target in smoke—25%

Troops in smoke, target in open—75%

See Chemicals, Aviation, and Naval Gunfire sections for effects of gas, bombs, and naval gunfire support.

(*) In defense, 24-cal. .30 MG's available.

3. Fire power.

a. Generally speaking, the progress of the combat phases of the maneuver is determined by the progress of the infantry, which in turn is determined by the relative fire power of opposing elements.

b. An infantry element should be permitted to advance only when it has a decisive superiority of fire, as compared with the elements opposing it. This superiority never should be less than 2 to 1 and generally should be 3 or 4 to 1. If the defender has good cover and field of fire, or if the attacker has little cover, there should be no hesitation in requiring a superiority of 5 to 1, or even more.

c. The tendency has been to favor the attacker, permitting him to advance with only a small fire superiority, whereas war experience—especially today—has shown conclusively that a determined defender, well placed, can delay or even stop a greatly superior force.

d. The machine gun is especially effective in defense, and every effort must be made to ascertain and weigh fairly those which are effective in a given situation, even though considerable delay is caused thereby. Machine guns are supplied with ample blank ammunition, and must fire sufficiently continuously to reveal their presence to the opposing troops and to the umpires. Those which do not fire may be disregarded in reaching decisions.

e. Decision in a particular case is based on the weapons actually firing—excluding those in support or reserve and those engaged on missions other than in the situation under consideration.

f. The situation must be broken down into its essential elements, each being weighed by itself. For example, a company might attack a company, and the total fire power might be substantially equal. But, if the attacking company employed one platoon frontally and two platoons to envelop, the situation might be quite different. The frontal attack would be stopped; but the enveloping attack quite possibly might develop a great superiority of fire, and should be permitted to advance accordingly. Thus the attacking company might be successful by virtue of its maneuver.

4. Application of power factors.

a. Power factors will be computed by the actual number of weapons or units delivering effective fire on the opposing subdivisions concerned. These factors will be materially influenced by terrain corridors for direct fire, observation for indirect fire and other contributing factors such as shelter, camouflage, range and enemy fire as described below, before a decision is reached.

(1) **Range.** Obviously fire at short range is more effective than at long range. Although admittedly inexact, the following guide is deemed sufficiently accurate for practical purposes:

(a) For rifle and automatic rifle fire, full fire power is allowed up to ranges of 500 yards, one-half for ranges of 500-1000 yards, and none for ranges over 1000 yards.

(b) For machine-gun fire, full fire power is allowed up to ranges of 1000 yards, one-half for ranges of 1000-1500 yards, and none for ranges over 1500 yards.

(c) Since the 81mm mortar is effective up to 3000 yards, its fire is counted at full value in all cases.

(2) Artillery. Artillery fire has its effect on the infantry action in two ways, as follows:

(a) When an infantry element actually is under artillery fire, its fire power is reduced to one-half, as long as the artillery fire continues.

(b) When artillery is in position and is taken under correctly placed fire by the opposing artillery—counterbattery fire—it is neutralized during such fire, and its own fire is interrupted accordingly. Thus counterbattery fire assists the infantry by interrupting artillery fire against it. Artillery should be forced to move.

b. It should be noted that the power factors listed are the maximum that should be credited to the forces engaged, assuming proper tactical employment throughout the action. Should the attacker fail to make proper use of advantages of the terrain and opportunities for flanking fire, or should the field of fire of the defender be better than average, the rate of advance should be reduced accordingly, or held up until suitable dispositions are made or reserves committed.

c. Power factors will not be credited to infantry units until they open fire.

d. An attacker who employs an artillery preparation with all available artillery may increase his initial factor by a maximum of 20% for the first hour of attack only, the amount of increase being influenced by the duration of the preparation and the assumed effect of any enemy counter preparation ordered.

e. The rate of advance on various positions of the front will be controlled by the local application of power factors; thus it is not to be expected that the rate of advance will be uniform over the entire front.

f. An attack launched by foot troops against an undefended front, as will frequently be the case initially in a wide envelopment, or on part of a front initially in a close-in envelopment, will be permitted to advance at a maximum rate of 2500 yards (1½ miles) per hour until determined hostile resistance is met, at which time the rate of advance permitted will be changed to conform to the then existing power factor ratio.

g. Once a break-through has been made, the defender must expect, if he has not made definite plans to meet such a contingency, to suffer considerable losses in personnel, equipment, artillery, and other materiel by capture. In such cases, he should logically be assessed a commensurate penalty to represent such losses. He can not expect to have such losses replaced until after at least 24 hours have elapsed. Hence the

power factor for the units concerned should be reduced for such a period by a percentage equal to the assumed casualties. This reduction will obviously bring about an increase in the rate of advance allowed to the attacker.

h. The characteristics and methods of the attacker and the defender will have a very definite bearing upon the rate of advance which should be permitted to the attacker. Therefore, in the application of the foregoing rules, the rate of advance to be allowed to an attacker must be decided only after full consideration has been given to the characteristics of the units involved.

Date Hour Umpire

AD 2287-2

IV LOSSES

1. **General.** Losses in PERSONNEL, MATERIEL, and TIME will be assessed during the progress of the maneuver. As training in combat of the maximum number of men is of primary importance, casualties in materiel, individuals, or units will not be ruled permanently out of action. Instead, casualties will be taken into account as follows:

- a. By application of the power ratio.
- b. In the case of units in contact, by controlling the rate of movement or requiring a withdrawal. Actual delays will be enforced.
- c. In the case of units not deployed for fire action, by assessing a penalty in numbers, time or space, proportioned to the severity of the casualties received.

Losses are assessed by the umpire with the unit—not by umpires with opposing units. The umpire informs the unit commander from time to time of losses sustained, and keeps a running record of them.

Losses will be considered as not replaced during the maneuver.

The losses to be assessed as a result of fire and other action by the opposing force necessarily are a matter of judgment in a considerable degree. The relative strength of the opposing forces is an especially important factor. For example, a rifle company attacking a squad might be expected to sustain comparatively few casualties; but if the company attacked another company, its losses undoubtedly would be heavy.

It is essential that the losses be assessed and recorded, since such losses affect fire power and thus have a direct effect on the progress of the maneuver. The fire power of units may be reduced successively by losses during the course of the maneuver. The total losses may ultimately decisively change the course of the maneuver locally or generally.

2. **Personnel Losses.** Personnel losses are classified as PRISONERS of WAR, MEDICAL CASUALTIES, and BATTLE CASUALTIES.

a. **Prisoners of war.** Prisoners will be captured only under conditions prescribed by the commander of all troops. When the capture of prisoners is not permitted and conditions prevail which would otherwise assure the capture of prisoners, the umpire will furnish the name, rank, and organization of the supposed prisoners.

b. **Medical Casualties.** For various reasons it is deemed impracticable to evacuate casualties as they are assumed to occur. However, in order that medical units may be afforded an opportunity to function under service conditions, the following procedure will be used:

The Medical Umpire, keeping in touch with medical installations through unit umpires, calls on appropriate unit umpires for specified numbers and types of casualties.

Unit umpires in turn call upon unit commanders for the specified number of casualties.

As a result, the various units designate enlisted men as casualties.

Casualties are classified properly according to medical experience, and are evacuated from positions to aid stations in the regular manner, including all details. If the attached medical personnel required is not available at the aid stations, the casualties are required to walk from position to aid station, from which they are evacuated by the medical units.

Casualties are returned from medical aid stations as soon as they are processed there, and rejoin their units.

c. **Battle Casualties.** The following data are to be taken only as a general guide in weighing the various factors of each case. It is emphasized in this connection that the usual tendency of umpires is to assess losses which are grossly excessive in the light of war experience.

(1) **Infantry.** (a) War experience indicates that an infantry regiment may sustain casualties as great as 15% from infantry and artillery fire during one day of severe combat. While the losses of a particular portion of the regiment might exceed this proportion, the figure affords a useful check on the total casualties assessed, and should be borne in mind in connection with the losses resulting from isolated incidents during a day of active combat.

(b) Company umpires should be particularly careful to penalize improper formations and undue exposure by increased losses. Doubling the usual losses is a severe penalty in this connection.

(c) The average losses sustained by infantry are indicated as follows:

Fire by opposing infantry 1-3% per hour:

When two infantry units of substantially equal strength oppose each other under the same conditions, the casualties may be taken as 2% per hour. For example, a company of 100 men would lose 2 men per hour of active combat. If a unit attacks a strong position, or if it encounters especially heavy fire, the rate may be 3% per hour. If a unit is on the defensive, well protected, or if it attacks a markedly inferior force, the losses may be only 1% per hour.

By Art Fire	Infantry within a battery concentration 200 yards in diameter for about 5 minutes	2% per case
	Infantry within a battery concentration 100 yards in diameter for about 5 minutes	5% per case
	Infantry which passes through a standing barrage by one battery on a front of 200 yards	10% per case
	Infantry in column which passes through a battery concentration on a road	5% per case
By Aircraft	Infantry in column attacked by low-flying airplanes —with surprise	5% per attack
	—without surprise	2% per attack
	Infantry in bivouac attacked by low-flying airplanes —elements under the attack	2% per attack
By Tanks	Infantry overrun by tanks—elements within 200 yards	3% per attack
	Antimechanized weapons overrun by tanks—out of action for the day.	
By Chemicals	See Chemical Warfare Umpire duties. j. (1) Table of Casualties from Chemical Agents.	

(2) **Artillery.** War experience indicates that the casualties of field artillery are about 10% of those of infantry.

The average losses sustained by field artillery are indicated as follows:

Artillery in column passing through a battery

concentration on a road at an increased gait 3% per case

Artillery in column attacked by low-flying

airplanes—with surprise 5% per attack

without surprise 2% per attack

Artillery in position overrun by tanks—out of action for the day.

Artillery lightly protected, located within a standard 200 yards area on which counter-battery fire is placed by means of H.E. shells or aerial bombs equivalent to 400 rounds 75mm—destroyed—24 hrs for replacement.

Artillery well protected, within standard 200 yards or on which counter-battery fire is placed by means of H.E. shells or aerial bombs equivalent to 800 rounds 75mm—destroyed—24 hrs for replacement.

(3) **Other Units.** To determine battle casualties in units other than infantry and artillery, refer to section devoted to that arm.

(4) **Arbitrary Table of Daily Losses in Personnel, Assumed.**

DEAD AND WOUNDED

Nature of Operations	Regiment in Contact		Brigade in Contact	
	% Dead	% Wounded	% Dead	% Wounded
Leading Bns in boats against weak defense	1.5	8.0	.5	2.0
Leading Bns in boats against strong defense	4.0	20.0	2.0	10.0
During first stages of shore line combat	1.5	8.0	.5	2.0
Attack in a meeting engagement	1.6	8.0	.6	3.0
Attack of a position:				
first day of attack	2.5	12.5	1.0	5.0
succeeding days	1.2	6.0	.5	2.5
Attack of a zone:				
first day of attack	4.2	21.0	1.7	8.5
succeeding days	2.1	10.5	.8	4.0
Pursuit	.4	4.0	.3	1.5
Combat of covering and security forces	.6	3.0	.2	1.0
Defense in meeting engagement	1.0	5.0	.4	2.0
Defense of position against attack:				
first day of defense	1.5	6.0	.6	2.4
succeeding days	.75	3.0	.3	1.2
Defense of a zone against attack:				
first day of defense	2.5	10.0	1.0	4.0
succeeding days	1.25	5.0	.5	2.0
Periods of stabilized defense	.5	2.0	.2	.8
Retirement and delaying action	.4	2.0	.2	1.0

3. Materiel Casualties.

a. **General.** For maneuver purposes the materiel casualties will be limited to weapons, mechanized vehicles, combat transportation, boats, transport and airplanes.

Although materiel declared casualties may be permitted to continue in the maneuver for training purposes, appropriate action should be simulated by officers and agencies concerned to repair or replace such materiel. Wherever applicable, materiel casualties will be assessed in terms of reduced fire power to determine relative power factors.

b. Mechanized Vehicles.

- (1) Such vehicles include tanks, armored cars, and scout cars.
- (2) Cannon, .50 cal., and .30 cal. MG.'s only are effective.
- (3) Mechanized vehicles disabled or destroyed by hostile fire or mines are assumed not to be replaced until the following day.
- (4) The average losses sustained by mechanized vehicles are indicated as follows.

Mechanized vehicles passing through a battery
concentration 2% per case
Mechanized vehicles under fire with direct laying for a travel
of $\frac{1}{2}$ mile and at a range of 500-1000 yards—1 vehicle
per gun firing.

Mechanized vehicles attacking a position—1 vehicle per gun
firing, if fire is opened with direct laying at not less than
300 yards—2 vehicles per gun firing, if fire is opened at
not less than 500 yards.

Tanks under fire from .50 caliber machine guns for a travel
of $\frac{1}{4}$ mile and at a range of less than 500 yards, 10%
casualties per gun firing.

When units are divided, maintenance may be furnished at the
discretion of the tank unit commander, to either unit, and
will at such times be considered neutral and will display
a white flag.

(5) Danger from mechanized vehicles. Attacking mechanized
vehicles should sound their sirens or horns frequently during assault.
They should use care to avoid injuring foot troops. On the other hand,
foot troops must be on the alert in this connection. They are in danger
when concealed from the view of mechanized vehicles which approach
closely. They must not approach such vehicles in motion nearer than
15 feet, since the vehicles are capable of sharp turns.

(6) Motor vehicle lights. The use of vehicle lights at night
is at the option of unit commanders.

c. Airplanes. Losses of airplanes will be assessed as prescribed
by the assistant chief umpire, air, (See Aviation and Antiaircraft Artil-
lery Sections).

d. Combat Transportation, Boat and Transport casualties will be
determined by the circumstances and assessed by the umpire concerned.
(See Aviation and Artillery Sections for boat casualties.)

4. Delays.

a. Demolitions.

(1) Demolitions by engineers will be simulated in detail, so
as to confine the number and effect approximately to realities. A demo-
lition will be marked by posting a placard describing its nature and in-
dicating its effect as far as practicable. Unit umpires will enforce the
restrictions resulting from demolitions. In the case of a bridge destroyed,
the effect may well be to deny its use during the entire maneuver to
troops to which engineers are not attached. Troops having engineers
attached will be caused a reasonable delay for rebuilding, or repair.

(2) In case it is practicable to go around a demolition, but
doing so would involve violating property restrictions, an equivalent
delay—estimated by the unit umpire—may be imposed instead.

b. **Other delays.** Delays due to causes other than demolitions are indicated as follows:

Road interdicted by a battery concentration—delay either for the duration of the fire or for 15 minutes—whichever is less.

Column attacked by low-flying airplanes—for each attack—

Foot troops only—15 minutes.

Mounted or mixed column—30 minutes.

Column attacked by mounted horse cavalry—for each attack—

Foot troops only—15 minutes.

Mounted or mixed column—30 minutes.

V. COMMUNICATIONS

1. The umpire system of signal communication shall, so far as practicable, be independent of that established by the operating troops. To the extent possible it will embrace the use of all agencies of signal communications. If facilities and the nature of the problem permit, wire lines for umpire control may be laid prior to the conduct of the maneuver. Troop communications should not be used by umpires when it can be avoided. When it is necessary for an umpire to use the troop communications system the umpire must avoid interference with troop requirements. Under no circumstances should operating troops be permitted to utilize the umpire signal communications system.

2. Troops should be permitted to employ only authorized initial organic means of signal communication and operations must conform to standard communication doctrine.

3. Under the control of the Senior Umpire certain penalties and casualties to communications may be inflicted by unit umpires. This should not extend to the cutting of wire lines nor should other damage to materiel be inflicted.

4. The following is given as a guide to assist umpires in observing signal communications operations and assessing penalties in connection with the misuse of the various signal communication facilities:

a. In the preparation of any tactical plan the communication officer should have been consulted as to his recommendations for the scheme of communications. The neglect of this requirement is a common one and usually results in a breakdown of signal communications. This is caused by faulty staff work and a heavy penalty, such as a delay of 30 minutes in starting the establishment of the communication system, should be assessed.

b. Failure to dispose communication personnel in boats or on the march so as to facilitate the establishment of the communication system should be penalized by a delay in the establishment of communications. Dispositions which might cause the complete loss of equipment and personnel should be penalized by ruling out such troops and equipment.

c. Failure to continue operation of signal communication facilities at the old location until signal communication facilities are provided at the new location usually provides its own penalty.

d. Records of the message center should be examined to determine whether messages have been received by the action officer or transmitted in time to be effective. If not, they should be ruled out.

e. The frittering away of messenger personnel by the indiscriminate use of special messengers provides its own penalty. The attention of the staff should be directed to these harmful practices.

f. The use of radio should be reduced to the practicable minimum and the indiscriminate transmission by radio of valuable information in the clear may be used by umpires as a reason for giving the opposing force a tactical advantage.

g. Failure to silence radio, where surprise and secrecy are indicated in the mission, may be used by umpires to give the opposing force information concerning the strength and disposition of the force at fault provided the opposing force is equipped with radio facilities capable of taking advantage of this opportunity.

h. Failure to interrupt wire lines leading into territory held by the enemy may be used by umpires to give the opposing force a tactical advantage based on information picked up over these lines.

i. The indiscriminate use of wire and wire equipment in the initial installations, thereby causing a shortage of such wire and equipment in advancing the wire system with the attack, may be the basis for an umpire decision that wire communication is non-existent after the attack has progressed a certain distance.

j. In air-ground communications the flying of liaison planes at manifestly too low altitudes or circling over the command post may be used as a basis for ruling out the plane in question or of ruling the location of the CP has been discovered.

k. Faulty disposition of the various agencies of signal communications within the command post, such that all might be destroyed by one shell or bomb, may be penalized by the disruption of communications until corrected.

l. Improper use of signal communication facilities at a command post by the staff or by communication personnel may be penalized by ruling out such facilities temporarily.

m. Failure of the message center chief to properly route traffic may be penalized by awarding a time delay penalty on such traffic.

n. Failure of communication troops to utilize covered routes of advance, available cover at command post locations, etc., may be penalized by ruling that such troops and their equipment are out of action.

5. Umpire decisions upon all communication activities should be based upon an endeavor to make all communications operations realistic and as nearly similar to combat conditions as may be possible.

VI TECHNIQUE OF UMPIRING

1. Organization.

Umpires will be assigned to infantry companies and higher echelons and to such special units and activities as directed by the Chief Umpire.

Each umpire will be provided with such enlisted assistants as may be necessary for inter-umpire communication and flag control.

2. Equipment, Transportation and Messing.

Certain designated umpires will be provided with transportation by the combatant forces. Designated umpires will be provided by the Chief Umpire with portable radio sets and control flags, maps, umpire instructions, message pads and books for recording notes. Each umpire will provide himself with the following equipment:

Bedding roll	Maps
Mess gear	Message pad General Instructions
Canteen	and Situation of Problem
Flashlight	Manual for Umpires

In general the uniform and field equipment of umpires will conform to that of the troops whom they accompany. Shelter halves and white hat bands for all umpires and enlisted assistants will be provided by the organizations.

During the landing exercise proper, umpires and their enlisted assistants will mess with the unit with which they are serving. At other times they will be quartered and will mess as directed by the Chief Umpire.

3. General Instructions.

All umpires will familiarize themselves with the General and Special Situations, orders of opposing units, and the terrain by map study and on the ground, prior to the opening of the maneuver. Reconnaissance of the terrain shall be so conducted that troops concerned will not be given unfair information as to locations, etc. Similarly, umpires will not discuss the problem with organization personnel in a manner to disclose enemy information or plans.

The effect of planned fires will be computed ready for application upon execution under predetermined situations.

The principal function of umpires is to furnish information concerning the presence and nature of hostile fire, bombing and chemical agents encountered by troops, their personnel losses in prisoners, medical, and battle casualties, materiel losses and delays, all of which are computed according to positive action on the part of units actually delivering the fire.

Umpires should inform troops of situations which they could reasonably be expected to know. They will inform organizations in which losses are inflicted and the extent of those personnel and materiel casualties. Umpires will not inform organizations of the extent of damage done or assigned in opposing forces. Such information must be determined by the troops from the circumstances.

Certain medical casualties will be tagged and evacuated under the direction of the organization medical officers. Such casualties will be returned to their respective organizations with minimum delay.

The maneuver should be maintained as realistic as practicable, artificial features being reduced to a minimum. Check the tendency of unit commanders assuming that a thing ordered is a thing accomplished. Check the time and space factors constantly, insisting upon normal delays which the situation demands. Check the logistic features in munitions and material supply and replacements.

Umpires should not interfere with the role of the participants. Criticism or advice will not be volunteered. Independent initiative and decision should be encouraged, and developed by unit commanders.

Umpires have no command function.

Umpires should show no partisanship. They will avoid argument with troop commanders on difference of opinion concerning personnel or materiel casualties or delays imposed.

Umpires will keep informed constantly concerning the situation, plans, and operations on both sides in their immediate field. They will keep higher and adjacent umpires informed of the situation in their vicinity.

All umpire personnel will wear white hat or sleeve bands for identification. They will observe generally the same restrictions as the troops with respect to lights, smoking, concealment, and the like. Otherwise, troops in the vicinity may be revealed, and the situation—especially from the air—confused.

Umpires will keep a log of events, notes on critical phases of the operation and comments on actions taken with an analysis of effects. Such data will be presented in concrete form to the Senior Umpire immediately following the maneuver to permit the presentation of pertinent data in the final critique and final report.

Umpires will familiarize themselves with the method of designating areas or points on the maps as employed by the troops.

Bayonets will not be fixed.

Blank ammunition will not be fired after dark.

Opposing lines will not be permitted to approach closer than 200 yards of each other. When the situation is vague, umpires of opposing units approaching 200 yards will temporarily suspend the operation in their immediate front, confer with each other and reach impartial decisions as to future action based upon actual situations existing and application of the power factor as influenced by terrain, formations, etc.

Patrols may approach closer than 200 yards in executing assigned missions, without firing blanks and subject to instructions of the troop commanders, which will govern their conduct when in close contact with opposing troops.

4. Duties of Umpires.

a. Chief Umpire.

The Chief Umpire, through the commanding officer of troops, insures that all participants are familiar with umpiring rules, particularly that the troops understand the meaning of the control flags.

The chief umpire is responsible for the organization, execution and details of the umpiring system and for making such plans and basic decisions as may be necessary. He assigns umpire personnel to units and duties and issues such directives as are necessary to insure an efficient umpiring system. The maneuvers are permitted to unfold in a realistic manner in so far as practicable, the chief umpire issuing such instructions as may be necessary to provide a continuity of action, and making decisions as required by questions submitted by Senior BLUE, Senior RED or Special umpires.

The chief umpire is responsible that an efficient system of communication is available for the umpires.

The chief umpire moves about in the maneuver area wherever he deems his presence most advantageous. He maintains constant communication with subordinate Senior and Special umpires.

The chief umpire suspends or concludes the maneuver after consultation and in agreement with the senior officer directing the maneuvers.

The chief umpire requires all umpires to submit such reports as are necessary for the final critique and for the final report which he prepares and submits to the Commandant, U.S. Marine Corps. (Copies to C.G., FMF and Brig.)

The chief umpire is responsible for the conduct of the final critique, arranging the time, place, and program of the critique. He details the personnel to speak, assigns a time limit to each and indicates the sequence and character of criticism with a view to insuring continuity and general uniformity without holidays or repetitions.

b. Senior BLUE and RED Umpires.

These umpires keep informed of the general situation in both forces.

They render decisions as necessary within their province as they affect their own forces.

They submit to the chief umpire for decision those questions concerning the maneuver as a whole, upon which the senior umpires cannot agree, or in which special umpires are involved.

They keep the Chief Umpire and each other informed of the situation, plans and orders of their respective units.

They maintain communication with the Chief Umpire and their Assistant Umpires.

They insure the transmission of information concerning supporting fires other than small arms, in order that proper credit shall be given to the force delivering same, and that information and appropriate penalties shall be communicated to the opposing force.

c. Infantry Battalion Umpire.

(1) An infantry battalion umpire has the primary duty of observing and reporting the actions of the battalion commander. His post habitually is with the battalion commander—at least during active periods. He does not attempt to supervise the activities of the company umpires during combat.

(2) Before an action, and at other appropriate times, he assigns all umpires with the battalion to duties, so as best to meet anticipated developments and equalize the burden of umpiring. However, it ordinarily is advisable that there be an umpire with each rifle company throughout active periods. The battalion umpire himself may assume the duties of a company umpire on occasions, placing another umpire on duty at battalion headquarters in the meantime.

(3) His reports should cover the battalion as a unit. With this purpose in view, he contacts the company umpires whenever practicable.

(4) He marks artillery fires in the vicinity when called upon by umpire headquarters. Such occasions, however, should be exceptional.

d. Company Umpires.

(1) The company umpire has vitally important duties. The decisions reached by the company umpires with opposing units in contact determine the progress of the maneuver. If such decisions are sound, the maneuver will be realistic and successful. If the decisions are ill-considered and unsound, the situations and outcome will be false and the lessons derived erroneous.

(2) The company umpire posts himself so as best to observe the action of the company. He does not remain with the company commander, but ordinarily is with or ahead of the leading element of the company, whether it be a patrol or a combat formation. He remains habitually with the company, except when conferring with other umpires in reaching a decision—during which period the company should be halted by white flags.

(3) As soon as opposing troops have approached within 200 yards of each other, all movements and firing should be stopped by company umpires by the display of white flags. Unit umpires will then go forward and confer with umpires in their immediate front, giving them all information concerning composition, disposition and plans of units concerned. Company umpires will then determine with the aid of power factor ratios what movement, if any, will be allowed. The decision will be transmitted to their respective unit commanders and appropriate flags will be displayed for control of the actual movements of the front lines.

(4) For example, if the decision allows RED to advance at an average rate of 100 yards per 10 minutes, umpires will cause blue flags to be displayed with the RED and BLUE troops in their immediate vicinity and cause the flags to be advanced in accordance with the effectiveness of the troop maneuvers. Should the troops fail to adopt suitable

tactics to overcome resistance encountered, or to utilize terrain effectively, the rate of advance will be diminished or stopped entirely until dispositions are corrected or reserves committed. BLUE troops will fall back as the opposing blue flags and attacking troops approach near them. The movement of the flags will not be continuous, but will be controlled by opposing umpires in their respective sectors as indicated above.

(5) Similarly, should BLUE decide to launch a counter-attack, the unit umpire should, where practicable, report the plan to the opposing umpires so that the effect of the operation may be determined in advance. If necessary, white flags will be displayed to stop all action pending decision. If the decision allows BLUE to take a certain terrain feature, blue flags will be advanced to the area concerned and the withdrawal of the REDS therefrom directed accordingly.

(6) His basic method of control is by flags. He avoids oral instructions in connection with his decisions, for they do not reach all elements. However, certain explanations may be necessary from time to time.

(7) Whenever the situation as it affects his unit becomes obscure in any way—due either to the actions by the opposing force or to those by his own force—he causes white flags to be displayed at once, halting the action. Similarly, when white flags are displayed with the opposing unit, he displays them with his unit. The display of white flags necessarily is a frequent and indispensable requisite of sound and informed umpiring. The delay caused is of little consequence, in view of the vital necessity of such action.

(8) As soon as white flags are displayed, the umpires concerned confer without delay, and take such other steps as may be necessary to clear up the situation.

(9) As soon as a decision is reached, the umpires return to their units and display the proper flags. The action by the troops then is resumed.

(10) The procedure is repeated as often as necessary to insure orderly and correct progress. An umpire must be on the alert, lest his unit get out of hand. The white flag always is available in this connection. Opposing lines should not be permitted to approach within 200 yards of each other.

(11) Care is used to dispose flags so that they will be visible to the troops. Opposing flags should be so placed as to avoid confusion as for whom they are intended.

(12) The following signals are suggested for use by umpires in communicating with their flag orderlies:

Both arms extended vertically upward—white flags.

One arm extended horizontally toward either one force or the other—action resumed; one force can advance in the direction indicated; the other force must fall back correspondingly.

Both arms extended laterally in opposite directions—
action resumed, but neither force may advance.

(13) Umpires should impress upon company commanders that all elements of the company halt in place and cease firing when a white flag is displayed in front of the company. Troops cannot pass within 100 yards of a red or yellow flag without having casualties inflicted; they are free to maneuver around or change their dispositions otherwise. When blue flags are displayed with a unit, troops are free to advance in proper formation. If the troops see no flags in their front, they do not advance, but seek a vantage point from which flags can be seen. No advance may be made against blue flags.

(14) The procedure indicated above is applicable in general to the limited operations at night. Company umpires should be well forward, in order to anticipate contact and render decisions promptly. Control may be facilitated by illuminating flags by flashlights, supplemented if necessary by oral decisions to the units immediately involved. Rotation of umpires for night duty is advisable, in order to permit the necessary rest and sleep.

(15) A company umpire keeps a journal of times and key events—primarily movements, positions, and actions of the unit—together with a running record of strength as affected by casualties. It is unnecessary to record decisions as such, since their results are embodied in the actions of the unit. He submits no reports, except as indicated, his journal being primarily for his own use and for the information of the battalion umpire from time to time. He devotes his time and energy to action on the ground. The control of the maneuver takes precedence over keeping records.

(16) Company umpires submit oral or current reports to battalion umpires as follows:

(a) Immediate report of each location of the command post of the unit.

(b) Immediate report of projected operations and movements—the brief substance of field orders issued or decided upon. Early information is important in such cases.

(c) Report of the bivouac area to be occupied each night—as soon as decided upon.

(d) Immediate report of important developments—for example, the capture of a strong position, a counterattack.

(e) Such reports with reference to unit supply as may be called for.

(f) Reports by radio will be in the clear or in code as directed by the chief umpire. Written reports by messenger may be entirely in the clear.

e. Logistics and Administrative Umpire.

This umpire will land and move about in maneuver area wherever necessary to follow the logistical features of the exercise.

He will observe time and manner of landing materiel, supplies and transportation.

He will note the establishment and functioning of reserve dumps and distributing points and the supply of rations and water.

With a view to maintaining realism in the maneuvers it is important that the supply features be not neglected but keep this technique apace with the development of tactical doctrine. Artificiality should be reduced to a minimum in the logistic features of the exercises.

Record should be made of any deficiencies noted in the supply and administrative phases of the problem including the number, type, employment and performance of all types of transportation and equipment.

f. Ship to Shore Movement Umpire.

This officer may be the Boat Flotilla Commander.

He studies the orders, instructions and organizations of the boat movement from ship to shore.

Personally and through assistants he notes the preparations on board ship for the debarkation—the formation of the troops, the discipline exercised in getting men and combat equipment into boats with lights and noise observed.

This umpire notes whether all boat officers and coxswains have complete instructions covering movements, time schedules, rendezvous areas, formations, directions, beaches, hazards, etc.

This umpire notes boat discipline, fire discipline of troops against shore targets and aircraft and their manner of debarkation from landing boats.

For losses see “Penalties (Landing Operations)” under Light Artillery Umpire.

g. Medical Umpire.

The medical umpire will study medical organization, and plans for the care and evacuation of medical casualties.

He will organize through the medical officers of the troops participating in the maneuvers a system of tagging and evacuating a logical variety of battle casualties in limited numbers for training purposes.

He will note the methods adopted to provide medical supplies and replacements of same.

Note if the medical installations are properly located with regard to line of drift, shelter, water, and routes of approach.

Note method of handling casualties at beach and in boats.

Note the provisions taken to care for gas casualties.

Record any deficiencies noted in the number, type, employment or functioning of any medical organization, transportation and equipment.

h. Beach and Shore Parties, Umpire.

This umpire verifies orders, instructions and organization of Beach and Shore Parties.

He will land with leading element of these parties.

This umpire will observe and note the installations and functioning of these parties ashore. He will note the extent of cooperation between the Beach and Shore Parties.

Note measures taken by Beach Parties to reconnoiter beaches, mark favorable or dangerous beaches, to regulate traffic, to expedite landing and forwarding personnel and supplies, in establishing communications, to evacuate casualties and prisoners.

Note measures taken by Shore Parties to select and mark areas for various activities on shore, to mark routes forward, to expedite movement of troops and supplies forward, to organize and control prisoners and stragglers at beach, to evacuate casualties to ships and to establish communication between shore parties and inland as required by the situation.

i. Light Artillery Battalion Umpire.

(1) General.

A light artillery battalion umpire observes the operations of battalion headquarters and, in whatever degree may be practicable, those of the battalion as a whole.

He observes that preliminary arrangements for early opening of fire including proper coordination, and providing for a maximum continuous effective fire support, have been made.

He observes that none of the conventional functions in laying and firing, simulated where necessary, are slighted.

He observes that batteries from actual positions selected are able to fire concentrations subject to call or on schedule.

He reports the fire of each battery to the senior umpire.

He informs the battalion commander that, when batteries fire on their own initiative, such fires must be reported to battalion commander; otherwise, they cannot be credited.

In so far as practicable, he notes whether fires are delivered properly. In case the fires do not simulate service conditions in all essential details he may omit reporting them.

When a battery is subjected to correctly placed counterbattery fire or aviation attacks, he limits its fire in accordance with computed results.

He follows the state of ammunition supply and causes firing to be suspended when the supply of ammunition is exhausted.

(2) Base Defense.

He observes that batteries and other installations are defiladed from enemy sea observation.

He observes that batteries are able to actually fire barrages specified for each battery.

He observes that anti-boat guns are properly screened and are able to cover the prescribed sector.

(3) Marking Artillery Fires.

Effort will be made to indicate on the ground the point of fall and duration of all artillery fire which is reasonably concentrated—except counterbattery fire. Umpires of firing units will communicate with senior or other umpires to insure and expedite properly marking or otherwise indicating fire missions.

No attempt is made to mark the fire of a battery, unless it is confined to an area 200 x 200 yards or less, and lasts 5 minutes or more.

A flag is placed so as to mark the center of the fire of each battery, and the fire is taken as effective within 100 yards of the flag in all directions. If a battalion of two or three batteries fires on such an area, a corresponding number of flags are placed a small distance apart.

(4) Penalties (Landing Operations).

Landing pack howitzers through direct automatic small arms fire, 15%.

Landing through an enemy Light Artillery normal barrage on the beach, 10%.

Boats passing through Light Artillery fires covering breaks in reefs, 10% of such boats that pass through during actual firing.

Congestion of boats other than above and taken under fire by L.A., 5% (or less as umpire decides, depending on range, etc).

An enemy L.A. concentration by one battery placed to cover one battery or other installation similar in size: penalty: 5% and out of action 10 minutes for first concentration and progressively less for later ones on same area. After two such concentrations battery or other installation so covered should be forced to move to alternate position or displace, except as noted below. If the battery or other installation so attacked is well protected the losses should be less and it could remain in position longer.

Unnecessarily exposing personnel and material, as decided by umpire, but not in excess of 10% of such and out of action for 15 minutes.

(5) Ammunition Allotments for Neutralization.

75mm H.E. Shell

Dia. of circle, yards	100		200		300	
KIND OF DATA	Tr. of fire	Map data cor.	Tr. of fire	Map data cor.	Tr. of fire	Map data cor.
Rounds sweeping	None	None	2	2	3	3
Range safety factor	50 yds	100 yds	50 yds	100 yds	50 yds	100 yds
Number of ranges used to cover area once	5	7	7	9	9	11
Ammunition required to cover area once	20	28	56	72	108	132
Time required to cover area once	1 min	2 min	3 min	3 min	5 min	6 min
Ammunition required to establish neutralization	40	56	112	144	216	264
Time required for one battery to establish neutralization	2 min	3 min	5 min	6 min	9 min	11 min
Rate of fire. Shot bursts. Rounds per battery per minute	24		24		24	

- NOTES: (1) Above table based on U.S. Field Artillery estimate.
 (2) French use about 5 times this amount but expect 50% casualties.
 (3) Naval Gunfire estimates are approximately a mean between two.

(6) Rates of Fire.

Caliber	75mm	105mm	155mm		240mm
			Without sweeping	Sweeping	
Rate of fire, short bursts of not to exceed 10 mins, rounds PER PIECE per min.	6	4	3	2	$\frac{1}{2}$
Short bursts, rounds PER BTRY. per min.	24	16	12	8	
Rounds PER BTRY. at max. rate for 5 mins.	120	80	60	40	
Rate of fire, prolonged, rounds PER PIECE per min.	3	2	1	1	$\frac{1}{4}$

(7) Ammunition Capacities.—(75mm Pack How).

In Battery—100 rds. per how. 400 rds.
 In Battalion Combat Train (see NOTE below)
 In Regtl. Ammunition Train 4800 rds.

NOTE: The Bn. Combat Train may be improvised.

(8) Number of Concentrations POSSIBLE.

Type of fire	200 yd. concentrations	100 yd. concentrations
Observed-(if allowed to register)	about-11	about-30
Unobserved-(if not allowed to register)	about- 8	about-21
Number Concentrations PER HOUR-For ESTABLISHMENT of neutralization	about- 5	about-12
Number of Concentrations PER HOUR-For MAINTENANCE of neutralization	about- 2	about- 5

Caliber and Type	Ammunition			Area Effectively Covered by Burst (approx)	
	Kind	No. of Rounds Per Pkg., Clover-Leaf	Weight (approx) of Complete Round (lbs.)	Range (yds.)	Lateral (yds.)
75mm Pk How (M1)	Shrapnel (fixed)	3	20 (16) (b)	150	25
	Shell (semi-fixed) : HE MK 41	3	22 (18) (b)	5	30
75mm gun Mod. 1897, (French)	Shrapnel (fixed)	3	20 (16) (b)	150	25
	Shell (fixed) :				
	HE MK I	3	17 (12) (b)	5	30
	HE MK IV	3	19 (14) (b)	5	30
	Chemical	3	17 (12) (b)	5	30
	Smoke	3	17 (12) (b)	5	30
3-inch AA Gun (M3)	Shrapnel (d)	3	27	150	25
	Shell HE (d)	3	25	5	30
155mm gun (Mod. 1918)	Shell (sep.-loading) :				
	HE MK III		122 (96) (b)	9	70
	Chemical VII		122 (96) (b)	9	70
	Star Shell				

NOTES: (a) Extreme limit of fuze.
 (b) Weight of projectile only.
 (c) Weight of maximum load : 16,230 lbs.
 (d) Maximum vertical range ; Shrapnel 25,650 feet ; Time shell
 (e) Weight of maximum load : 243 lbs.
 (f) Gun limber, 35 rounds ; caisson limber, 37 rounds ; caisson b wagon, 100 rounds ; truck, 3-ton, 200 rounds.

(9) CHARACTERISTICS OF ARTILLERY

Caliber and Type	Ammunition			Area Effective-ly Covered by Burst (approx)		Extreme Range (yds.) (1)	Traverse Permitted Carriage In Degrees and Mils	Rate of Fire -- Rounds per Piece per Minute		Piece Transport	Time to Em- place in Fir- ing Position or to Change From Firing Position to Travelling Position	Ammunition Transport		Total Weight (approx) of Piece and Carriage (lbs.)	Marches	
	Kind	No. of Rounds Per Pkg., Clover- Leaf	Weight (ap- prox) of Complete Round (lbs.)					Pro- longed	Short Bursts			Kind	Rounds per vehicle		Avg. Rate (miles per hour)	Avg. Days March (miles)
				Range (yds.)	Lateral (yds.)											
75mm Pk How (M1)	Shrapnel (fixed) Shell (semi- fixed) : HE MK 41	3	20 (16) (b) 22 (18) (b)	150 5	25 30	5,600 (a) 9,400	6° 105 mils	3	6 (max. 20 rds.)	Pack Tractor Truck (portee) Truck (towed)	5 minutes 4 minutes 5 minutes 4 minutes	Pack (1)	8 (1)	1,300 (e)	3½ 3½	20 20
75mm gun Mod. 1897, (French)	Shrapnel (fixed) Shell (fixed) :	3	20 (16) (b)	150	25	6,700 (a)				6-horse team	3 minutes	(1)		2,650	3½	20
	HE MK I	3	17 (12) (b)	5	30	8,800				Tractor	3 minutes	(g)			3½	30
	HE MK IV	3	19 (14) (b)	5	30	12,780	105 mils	3	6	Tractor	3 minutes				20	140
	Chemical Smoke	3	17 (12) (b) 17 (12) (b)	5 5	30 30	8,800 8,800			(max. 20 rds.)	Truck	3 minutes	(h)				
3-inch AA Gun (M3)	Shrapnel (d)	3	27	150	25	12,600 (j) (a)	360°	12	25	Truck or Tractor #25	10 to 15 minutes	Truck or Trailer	44	16,000	12	125
	Shell HE (d)	3	25	5	30	14,200 (j) (a)	6,400 mils			Caterpillar						
155mm gun (Mod. 1918)	Shell (sep.- loading) :									1-Tractor, 10-ton or 1-Caterpillar #50		Truck, 5-10 ton or Trailer				
	HE MK VII		122 (96) (b)	9	70	17,500	60°	3	4		30 minutes		40	30,081	3½	30
	Chemical VII Star Shell		122 (96) (b)	9	70	17,500 15,000	1,065 mils			2-Caterpillar #25	to 6 hours					

- NOTES: (a) Extreme limit of fuze.
 (b) Weight of projectile only.
 (c) Weight of maximum load: 16,230 lbs.
 (d) Maximum vertical range; Shrapnel 25,650 feet; Time shell 27,900 feet.
 (e) Weight of maximum load: 243 lbs.
 (f) Gun limber, 35 rounds; caisson limber, 37 rounds; caisson body, 70 rounds; wagon, 100 rounds; truck, 3-ton, 200 rounds.
 (g) Caisson body, 70 rounds; truck, 3-ton, 200 rounds.
 (h) In truck transporting gun, 60 rounds; truck, 3-ton, 200 rounds.
 (i) T-4 cart, 44 rounds; trailer 1-ton, 72 rounds; trailer 3-ton, 200 rounds.
 (j) Horizontal Range against land and water borne targets.
 (k) For neutralization deduct 10% of maximum range; for destruction deduct 20% of maximum range. For maneuver purposes neutralization may be employed up to maximum range for the gun.

j. Chemical Warfare.

(1) Casualties From Chemical Agents.

(Used in quantities and by technique recommended.)

SITUATION	% casualties of men in or immediately down-wind of area gassed		
	No Protection	Gas Mask Worn	Gas Mask & Protective Clothing Worn
Troops marching on road or in an area when actually sprayed with PERSISTENT VESICANT from airplanes.	80	50	5
Troops marching on road previously neutralized with PERSISTENT VESICANT (on area 30 minutes) (on area 10 minutes or less)	30 5	20 2	2 1
Troops landing through water which has film of fuel oil and mustard from underwater mines	20	20	5
Troops occupying area previously neutralized by PERSISTENT VESICANT .	80	40	10
Troops attacked by Projector shoot with PHOSGENE TYPE agents	80	20	20
Troops moving over fields or through brush neutralized by PERSISTENT VESICANT agents 400 yards across			
(marching over area)	50	25	5
(crawling over area)	80	80	20
Troops in position attacked by PHOSGENE TYPE agents in gas shell (wooded)	80	10	10
(open)	40	10	10
Troops in position attacked by PERSISTENT VESICANT agents in gas shell. Area evacuated at once (wooded)	50	25	5
(open)	25	20	5
Troops in position attacked by WP shells during laying of smoke screen or otherwise	1	1	1

(2) Types of Chemical Agents.

HS	Mustard	Vesicant	Casualty
CG	Phosgene	Lung Irritant	Casualty
CNS	Tear Gas Solution	Lacrimatory	Harassing
DM	Adamsite	Irritant	Harassing
WP	White Phosphorus	Smoke	Screening & Incendiary

(3) General Rules.

(a) The fire efficiency of troops in the open and target in smoke is three times as great as when troops are in smoke and the target in the open.

(b) The advance of foot troops, tanks, and trucks in smoke is reduced to one-half normal rate.

(c) Harassing agents which force masking reduce the rate of advance or capacity to do work by foot troops by 25%. Troops are practically useless after 4 to 6 hours in a mustardized area. Gas masks reduce the speed of tanks and efficiency of tank gun-fire by one-half.

(d) Liquid mustard gas or an effective vapor concentration of mustard gas produces a casualty in four hours. Lewisite produces a casualty in one hour. Phosgene, when breathed, produces a casualty in 30 minutes.

(e) Smoke on the enemy doubles your own rate of advance.

(f) (1') It is not practicable to decontaminate large areas.

(2') Mustardized shell holes, small bridges, etc., can be demustardized in 30 minutes.

(3') For paved roads reduce casualties in tables on page 29 by 50%.

(4) Ammunition Requirements.

(a) Chemical Shell.

(1') Point Targets.

(Cross roads—road junctions—small bridges—etc.)

	HS			CNS (1)		CG (2)
	75mm	155mm	4.2M	75	4.2M	4.2M
Observed Fire	160	30	30	10	8	90
Transfer Fire	240	45	45	15	12	135

(2') Small Targets.

(Battery positions, distributing points, command posts, combat groups.)

	HS			CNS (1)		CG (2)
	75mm	155mm	4.2M	75	4.2M	4.2M
Observed	80	15	15	5	4	45
Transfer	120	22	22	8	6	87
Unobserved	160	30	30	10	8	90

(1) Rounds per hour.

(2) Fired in not over two minutes.

(3) Below 50 degrees Fahrenheit increase HS and CNS by 25%. On wooded targets use 50% of the quantities given.

(b) **Airplane Munitions.**

- (1') Bombs 30 pound bombs—HS
Bombs per 100 yd squares of area target . . . 15
Bombs per 100 yds of occupied road target . . . 5
Bombs per 100 yds of road interdiction . . . 10
(2') Tanks Chemical HS tanks for airplane attack.

—(One tank)—

Against unprotected personnel 800 yds long—500 yds wide
Against troops equipped with mask
only and fairly well trained 800 yds long—250 yds wide
Against troops fully equipped and
well trained 800 yds long— 75 yds wide

HS mines should be so placed that 75% of the area will be covered by staggered patterns.

An infantry barrier should have 400 pounds HS per 100 x 100 yards square.

HS used to contaminate demolition work should be 800 pounds per 100 x 100 yards square.

HS used to contaminate roads should be one pound per one yard of road.

One squad with truck transportation can lay a mine field 100 yards wide and 500 yards long in eight hours, assuming daylight and open ground or thin brush.

AMMUNITION REQUIREMENTS

DM CLOUD ATTACK

One candle (DM Mark I.) per five yards of front is required for target 500 yards away. Add one candle per five yards of front for each additional thousand yards in range.

Maximum effective range about 5000 yards.

(5) Smoke.

One chemical mortar platoon can screen 600 yards of front at a range of 1000 yards; or 1200 yards of front at a range of 2000 yards. This is under the most adverse condition, i.e., wind from 6 or 12 o'clock. Wider fronts may be covered with a flank or quartering wind.

One airplane can screen 1000 yards of front, or blanket an area 1000 yards by 400 yards.

k. Aviation Umpire.

(1) Check plans, flight schedules, missions, orders and operations and keep the Chief Umpire informed of air operations and radio messages.

(2) See that planes are grounded during periods that may be designated by the Chief Umpire.

(3) Report to Chief Umpire by quickest means of communication available, all calls for missions by respective forces.

(4) Prior to the execution of the mission, report to Chief Umpire the details of the mission plan.

(5) All planes will carry the prescribed identification marks while in the air.

(6) Upon completion of the mission, estimate its probable effect and drop a message indicating the logical result of the mission to the senior umpire of the forces concerned if his station is known, or by other means immediately after landing.

(7) Umpires should not allow themselves to become involved in figuring exact losses to ground forces in any situation to such an extent that decisions will be unduly delayed. Prompt decision giving in general terms the logical result of the mission, is preferred and will ordinarily answer the purpose.

(8) Assess penalties based on reports from squadron umpires, ground umpires, or own knowledge of the situation.

(9) Assess penalties whenever planes on ground at airdrome are attacked by hostile aviation.

(10) Report to Chief Umpire ground troops attacked by aviation, giving location, target, type and duration of attack.

(11) Air umpires flying over combat area in umpire planes will exact penalties for low flying over troops, etc., on the spot, by means of signals, reporting action taken to Chief Umpire and ground umpire concerned.

1. Squadron Umpires.

(1) Squadron commanders and leaders of smaller flights will act as umpires for their units and shall assess penalties against aircraft of their units resulting from:

- (a) Engagement with hostile aircraft.
- (b) Antiaircraft fire from surface forces.
- (c) Attack by hostile aircraft while on the surface.

(2) Report to Aviation Umpire the penalties assessed against his unit immediately following the completion of each mission or attack.

(3) See that penalties assessed when approved by the Aviation Umpire are made effective prior to the beginning of the next flight.

(4) Base penalties on his own judgment of the conditions and on the assumptions that his unit received antiaircraft fire at all times when within range, whether such fire was indicated or not.

GENERAL RULES

1. Unmolested by enemy aviation, planes may be considered to be able to operate without casualties from ground troops as follows:

When over 17,000 ft., in the presence of antiaircraft gun artillery.

When over 2500 ft., in the presence of small arms fire including cal. .50.

2. Aircraft must allow time between missions as follows:

To refuel and reload:

Fighters—45 minutes.

Other types—1½ hours.

Reload only:

30 minutes.

45 " .

A. AIRCRAFT LOSSES.

(1) In an engagement between Marine Aircraft, losses shall be assessed in accordance with the following table:

Ratio of Planes Engaged			% of Aircraft Losses		
A	to	B	A	to	B
1	to	1	25	to	25
3	to	2	20	to	50
2	to	1	10	to	75
More than 2	to	1	10	to	100

NOTE: When engaged with other types, VF planes shall be considered increased by 50% in assessing losses to opposing aircraft.

(2) Losses to aircraft on the ground shall be assessed in accordance with tables for effect of dive bombing, and low altitude attacks on airdromes, tables (a) & (b), page 35.

(3) Aircraft losses from AA fire on ground units shall be assessed in accordance with tables for effect of AA fires, par. m. (2), (b), (c) & (d).

(4) Losses from AA fire of naval vessels shall be assessed in accordance with provisions contained in USF 79.

B. EFFECT OF AIR ATTACKS.

(1) The effect of air attacks on various objectives shall be assessed in accordance with the following tables:

(a) Dive bombing. (Demolition bombs and machine guns.)

TARGET	SIZE (ft)	BOMB	RE- QUIRED HITS	PER- CENT HITS	PROBABLE RESULTS
Airdrome	3000x300	100 lb.	14	100	15-20% of exposed aircraft*. Craters 4x9 ft. Field out of comm. 1-2 days.
Artillery or AA Position	600x600	100 lb.	(1) 12 (2) 36	100	(1) Neutralize. (2) Destroy.
Strong Pt. (Inf. & MGs)	600x600	100 lb.	(1) 12 (2) 36	100	(1) Neutralize. (2) Eliminate.
Ammunition or Supply dumps	150x150	100 lb.	2	25	(1) Detonate ammunition. (2) Destroy 25% supplies.
Buildings, light Construction	150x150	100 lb.	2	25	Collapse—probably burn.
Tanks- Vehicles	30x30	100 lb.	1	6	Disable.
Bridges, paved roads	50x300	500 lb.	1	10	(1) Destroy. Crater 10x30 ft. per hit.
Railroads & unpaved roads	50x300	100 lb.	1	10	Cut rails, Crater 4x9 ft. per hit.
Pill box, concrete emplacements	30x30	500 or 1000 lb.	1	6	(1) Neutralize. (2) Collapse.
Supply Ships(X) Troop Transport	500x90	500 lb.	1	20	Serious damage. Out of comm.
Destroyers, Submarines (X)	300x30 300x30	500 lb. 100 lb.	1 2	6 6	Out of comm. Out of comm.
Aircraft Carrier(X)	600x100	1000 lb. 100 lb.	1 4	20 20	Serious damage. Out of comm. Flight deck out of comm.
Battleships & Cruisers (X)	600x100	1000 lb.	2	20	Out of comm.

* Reduce damage to aircraft by 50% if planes are dispersed on airdromes.

(b) Low altitude attack (fragmentation bombs and guns).

TARGET	SIZE (ft)	REQUIRED BOMB	PROBABLE RESULTS
Airdrome	3000x300	120	20% of exposed aircraft.
Artillery or AA Battery	600x600	120	Neutralize—2-5% casualties.
Strong Pts. Inf. & MGs.	600x600	120	Neutralize—2-5% casualties.
Beach Defenses	30 bombs per 500 yds. of beach.		Neutralize for period of attack. Few casualties.
Troop Columns	30 bombs per 500-yds. of column.		2-5% casualties—delay ½ hour.
Small boats		10 per boat.	Sink or capsize 25% of boats.
Troop Transports		30 per attack.	Heavy casualties to troops on deck. Slight damage to ship.

m. Antiaircraft Artillery Umpire.

(1) **General.** The functions of the antiaircraft umpire should be coordinated with those of the aviation umpire. One umpire should be present at all times with each 3" antiaircraft gun battery and each .50 caliber antiaircraft machine-gun platoon; one umpire should be present with each Searchlight-Sound Locator Battery during hours of darkness. In the absence of other umpires, selected personnel of antiaircraft artillery units may act as umpires.

When personnel other than personnel of antiaircraft artillery units are serving as umpires, and if practicable, before the start of each phase of the maneuver, each umpire should be furnished an overlay containing routes of approach, course and time of each aircraft attack in his area, and the number and type of airplanes in the attack formation. This is particularly necessary during periods of low visibility and hours of darkness.

Determination as to effectiveness of antiaircraft artillery fire depends upon the length of time that the airplane target is within the range of and under simulated fire of the antiaircraft battery.

In addition to the regular umpire's equipment, each antiaircraft artillery umpire should have a stop-watch.

In his report the antiaircraft artillery umpire should comment on the effectiveness of the location of antiaircraft units. The disposition of batteries should be such as to provide the most efficient protection for the installation or troops requiring protection.

Antiaircraft umpire should keep a running record of events. This record should include all information necessary to assess losses against attacking airplanes and antiaircraft artillery units.

(2) Aviation Losses from Antiaircraft Fires.

(a) The principal information required to compute aviation losses from antiaircraft fire is:

(1') Type and number of attacking airplanes.

(2') Altitude, in feet, of airplanes.

(3') Length of time airplanes are under the simulated fire of antiaircraft batteries. (At night, length of time airplanes are illuminated.)

(b) Losses from Antiaircraft Artillery Fire.

(to aircraft in formation)

Altitude in feet	Probable losses per AA battery per minute within field of fire (See Notes (5) and (6) below)	
	Fighters	Other Types
2000 to 4000	7%	7%
4000 to 8000	7%	7%
8000 to 12,000	5%	5%
12,000 to 17,000	4%	4%
Over 17,000	1%	1%

NOTES:

(1)

Type	Tactical Speed yds. per min.	Length of time within field of fire		
		2000' to 4000'	4000' to 17,000'	Over 17,000'
Other types	5280	1 $\frac{1}{3}$ min	1 $\frac{1}{7}$ min	$\frac{3}{4}$ min
Fighters	6688	1 min	1 $\frac{1}{12}$ min	$\frac{7}{12}$ min
Length of field of fire		7000 yds	6000 yds	4000 yds

- (2) Fractional losses estimated from above will be taken to the nearest whole number.
- (3) Reduce losses by 75% if the AA battery is harassed by attack aviation.
- (4) At night, losses above apply only during time plane is actually illuminated.
- (5) Regardless of above percentages, single planes flying under 12,000 feet for one minute in the field of fire of one battery will be lost.
- (6) When simultaneous attack by more than one squadron is delivered, the losses will be computed as for one squadron.

(c) Losses from Caliber .50 Antiaircraft Machine-Gun

Fire.

Losses from antiaircraft machine-gun fire will be assessed as follows:

TABLE OF HITS

Altitude of Target:	Percentage of Hits:
100- 500 ft.	2.5
500-1000 ft.	2.0
1000-1500 ft.	1.75
1500-2000 ft.	1.0
2000-2500 ft.	0.5
Above 2500 ft.	Negligible

- NOTE: 1. For destructive hits, take 10% of total hits.
 2. For maneuver conditions, take 50% of above.

Formula to obtain number of planes out of action:—

Number of guns firing times rate per gun per minute,
 times minutes plane is in range times percentage of hits
 times 10% times 50% equals number of planes out of action.

No losses will be assessed unless airplane is under fire at least 30 seconds and losses will be reduced 50% if aircraft is maneuvering while under fire.

(d) Losses from Small Arms Fire.

Losses from small arms fire will be assessed when aircraft are operated below 2,000 feet when under the concentrated fire of an infantry battalion. Maximum losses, one airplane per battalion per minute. Losses from such fire will not be assessed at night.

n. Naval Gunfire Support Umpire.

Make a careful analysis of FMF plans and request for N.G.S.

Studies plan of NAF for delivery of N.G.S.

Analyzes effect of fire on defensive units and installations in conference with Chief Umpire prior to operation.

Insures the transmission to umpires concerned, information of naval gunfire for display of appropriate flags.

Establishes liaison with agencies concerned to keep informed of changes in delivery of fire at variance with original plan, i.e., delays, cancellations, transfers of fire or additional fires delivered. He communicates this information to unit umpires concerned.

He insures that sufficient communications are established between combatant units and naval gunfire observation agencies ashore and fire support ships, that messages are actually transmitted and received, and that all fires are simulated in all respects except actually firing, in order to give credit for that fire.

He will maintain communication with the Chief Umpire and umpires with N.G.S. observation parties ashore.

In his final report to the Chief Umpire he will make comment on technique of request for N.G.S., on the preparation of the plan by the NAF and separate ships, and on the technique and effectiveness of the communications and delivery of naval gunfire support.

(1) Naval Gunfire Data

1	2	3	4	5	6	7	8	9	10	11	12	13
Ship Type No.	No. of guns	Caliber of Gun	Type Amm.	Con- trols	No. guns per control	Rds. per min. 5 min. rate	Eff. 1 rd. terms 75% shell	Tot. eff. per con. less 10%	No. 100 yard Squares neu- tralized in terms of 75mm shells with density of :			
	10	14"/45	B	Fwd	4	1.5	16	86	5.4	6.1	7.2	10.8
				Aft	6	1.5	16	130	8.1	9.3	10.8	16.3
			AP	Fwd	4	1.5	6	32	2.0	2.3	2.7	4.0
				Aft	6	1.5	6	49	3.1	3.5	4.1	6.1
BB34	16	5"/51	C	Fwd	4	6	1	22	1.4	1.6	1.8	2.8
				Aft	4	6	1	22	1.4	1.6	1.8	2.8
			FN	Fwd	4	6	2.2	48	3.2	3.4	4.0	6.0
				Aft	4	6	2.2	48	3.2	3.4	4.0	6.0
	8	3"/50h	AA	Side	4	10	.7	25	1.6	1.8	2.1	3.1
			FN	Side	4	10	1	36	2.3	2.6	3.0	4.5
BB33	12	12"/50	B	Fwd	6	1.5	10	81	5.1	5.8	6.8	10.1
				Aft	6	1.5	10	81	5.1	5.8	6.8	10.1
			AP	Fwd	6	1.5	4.5	36	2.3	2.6	3.0	4.5
				Aft	6	1.5	4.5	36	2.3	2.6	3.0	4.5
			Secondary and Antiaircraft batteries same as for BB34									
												P

(See notes on page 41)

Naval Gunfire Data (continued)

CA24	10	8"/55	B	Fwd	5	2	4	36	2.2	2.5	3	4.4	Q
				Aft	5	2	4	36	2.2	2.5	3	4.4	R
			C	Fwd	5	2	2.5	22.5	1.4	1.6	1.9	2.8	S
				Aft	5	2	2.5	22.5	1.4	1.6	1.9	2.8	T
CL40	4	5"/25h	AA	Side	2	10	2	36	2.2	2.5	3	4.4	U
	15	6"	FN	Fwd	9	5	3.3	133.6	8.3	9.5	11.1	16.6	V
				Aft	6	5	3.3	89.1	5.6	6.4	7.4	11.2	W
			C	Fwd	9	5	1.8	72.9	4.6	5.2	6.1	9.2	X
AG17				Aft	6	5	1.8	48.6	3	3.5	4.1	6	Y
	8	5"/38h	AA	Side	4	10	2	72	4.5	5.2	6	9	Z
	Main battery same as one half main battery of BB33												
	Secondary and Antiaircraft batteries same as for BB34												
All DDs	4	4"/50	C	Side	3	7	1	19	1.2	1.4	1.6	2.4	C1
			FN	Side	3	7	1.5	28	1.8	2.0	2.3	3.5	D1
	1	3"/23h	C	Side	1	10	.5	5	.3	.4	.4	.6	E1
			FN	Side	1	10	1	9	.6	.6	.8	1.1	F1
All SSs	1	4"/50	C	Side	1	7	1	6	.4	.4	.5	.8	G1
			FN	Side	1	7	1.5	9	.6	.6	.8	1.1	H1

NOTE: h High angle fire. C Common. B Bombardment. FN Flat nose. AA Antiaircraft. AP Armor piercing.

Example: An impact area equal to 12-100 yard squares is required to be neutralized with close supporting fire of density 14. Can the main battery of BB34 give this support by firing AP shells? Can the proper support be given by firing B shell?

Computation: Add figures in lines D and E, Column 11: 2.3 plus 3.5 equals 5.8 squares. The answer is NO; AP shell will not suffice. Now add figures in lines B and C, column 11. 6.1 plus 9.3 equals 15.4 squares. The answer is YES; B shell will give the density required.

NOTE: The above data covers most types of ships employed in support of landings and can be used as a quick reference to determine the capabilities of any type shown. To test a specific gunfire plan the umpire should secure or compile a Work Table for each ship which is to take part in the firing. He may then use the data in his Work Table to test in detail any gunfire schedules proposed to determine if they represent the best use of the ships and ammunition available.

The execution of the gunfire should be carefully observed from as many controls as are in operation in order to determine the extent to which the prepared gunfire plan is followed, and the probable resulting neutralization of target areas ashore. (See Chap. V, FPP-167, particularly Sec. IX.)

DO'S

Be familiar with these instructions, particularly those sections pertaining to your activity.

Make a careful study of all plans by troop commanders.

Keep informed of all activities and progress of the unit to which you are attached.

In judging fire effect, consider fire positions, range, nature of target, observation and control.

Note use of auxiliary arms.

Make decisions only after all factors have been considered. If necessary the maneuver may be suspended locally for a brief time, while umpires from both sides confer and all factors are analyzed.

Cooperate with all commanders.

Inform commanders of situations which they would reasonably know.

Make frequent reports to senior umpires to prevent loss of control.

Use initiative and common sense.

DON'TS

Do not permit maneuver to develop too rapidly.

Do not overrate the effect of fires.

Do not show partisanship.

Avoid caustic comment.

UMPIRE REPORTS

Upon completion of exercise or problem each Unit or Assistant Umpire will submit to his Senior Umpire a report (using area maps if practicable).

Senior and Special Umpires will consolidate their reports and prepare same for critique following exercise.

Some features which may be noted among others are:

Reconnaissance measures taken.

Soundness of decisions and plans.

Manner of preparing and transmitting orders.

Functioning of staffs and cooperation of different arms.

Security measures taken and liaison.

Troop leading.

Conduct of troops.

Display of initiative.

Utilization of auxiliary arms.

Employment of reserves.

Use of cover.

Functioning of communications.

Operation of supply and evacuation agencies (munitions, water, rations, materiel).

VII CRITIQUE

1. The preparation and presentation of the critique is one of the most important functions of the umpiring system and forms the principal means by which all participants in the exercise gain a general view of the maneuver as a whole and have pointed out to them the major lessons in strategy, tactics and logistics brought out by the exercise.

Information for the critique must be assembled as the play progresses and all pertinent facts collected and analyzed in a serious, detached and judicial manner. Facts and opinions must be recorded in a systematic manner suitable for expeditious compilation upon conclusion of the problem. The matter must be suitable for the written and oral critique, the latter generally following the exercise with a minimum delay.

The compilation of the written and the presentation of the oral critique will be conducted under the direction of the chief umpire.

2. Outline of the critique.

The following outline of the critique may serve as a guide for all umpires in recording and presenting data for the critique:

- a. Designation and composition of forces.
General statement of action of this force, omitting details.
- b. Organization of umpiring system.
Artificialities introduced, if any, showing necessity.
Terrain "out-of-bounds";—constructive troops, etc.
Control exercised by umpire.
- c. Tactical principles illustrated.
Mission received or conceived by commander.
General plan adopted to execute assigned mission.
Major phases or details in execution.
Critical comment on orders issued.
Illustrations of tactical principles well executed.
Tactical principles illustrated by operations which the umpire considers faulty and why.
- d. Logistical principles illustrated.
Logistical problem involved.
Major effects of logistical plans on tactical operations and vice versa.
Logistical plan adopted.
Weakness or faults and commendable features noted.
- e. Conclusions:
Summary of major lessons learned from the maneuver.
Favorable comments on items of merit in the maneuver.
Recommendations for future maneuvers.

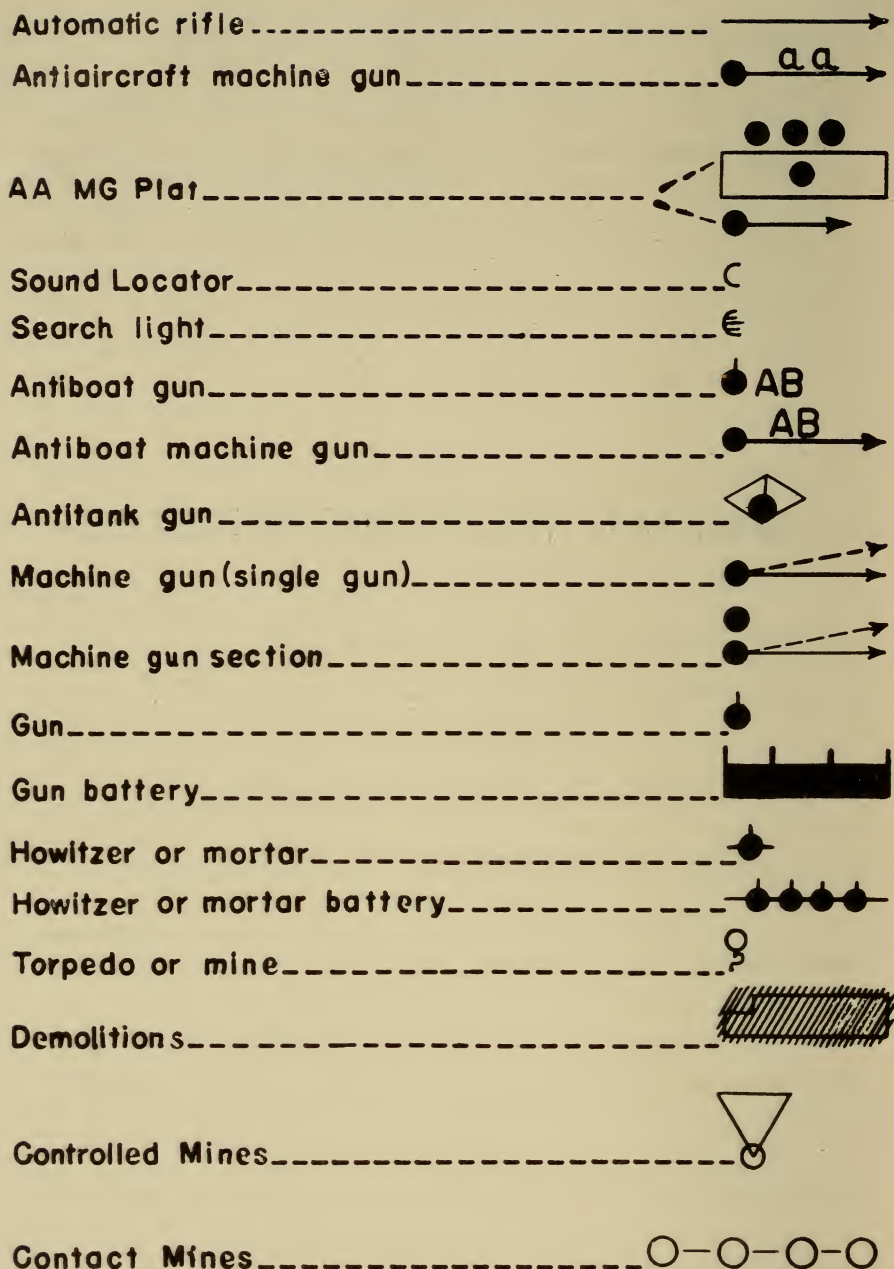
VIII FINAL REPORT OF CHIEF UMPIRE

Upon conclusion of the maneuver the chief umpire will render a complete report embodying the substance of the critique, including a critical analysis of the operations themselves and the umpire system.

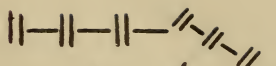
The report should be sufficiently comprehensive in scope to present the details of the operations and the umpire system together with the recommendations for future improvement.

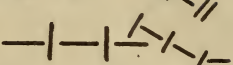
All umpires will submit the data for the final critique and final report when directed by the chief umpire.


SPECIAL MILITARY SYMBOLS

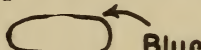


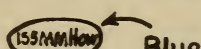
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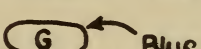
Torpedo Net (with gate)----- 


Anti-Submarine Net (with gate)----- 


Obstructions (such as piles, sunken vessels, hurdles and booms)----- 


Area to be covered by fire (blue)----- 


(indicate character of fire thus) 


Area to be gassed----- 

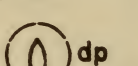
Tank trap----- 


Tank barrier----- 


Trenches completed (indicate thus)----- 


Trenches hasty----- 

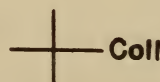
Distributing point rations----- 

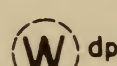
Ammunition distributing point----- 

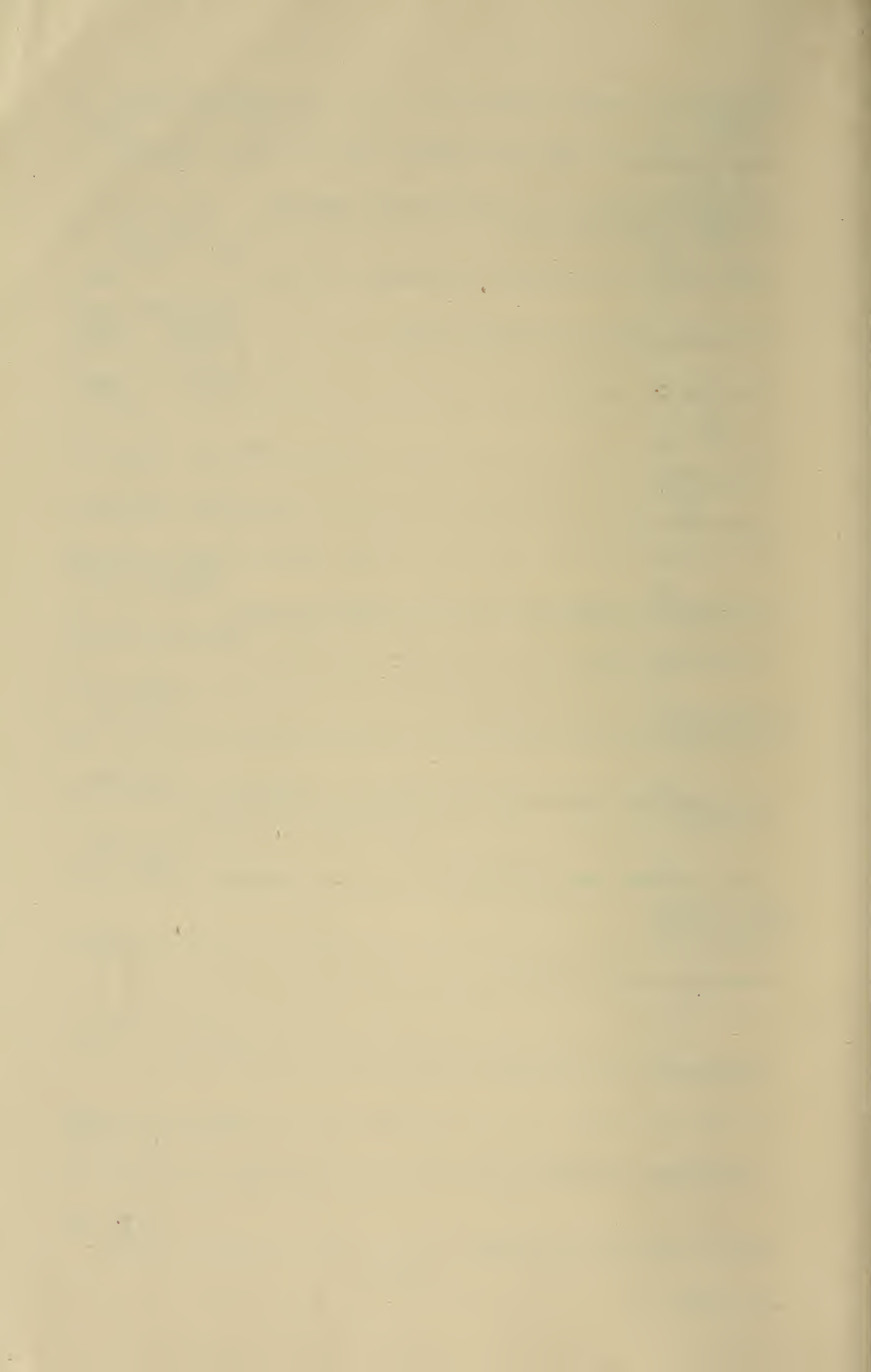
(for artillery and infantry)----- 

Battalion aid station----- 

Regimental aid station----- 

Collecting station----- 

Water distributing point----- 



A

Advance, rates of (Infantry)	1
Agents, chemical, types of	29
Air umpires, responsibility	32
Airplanes, losses of in combat	34
Airplane munitions, chemical	31
Allotments of ammunition for neutralization	24
Ammunition allotments for neutralization	24
Ammunition capacities (75mm P. H.)	25
Ammunition requirements, chemical shell	30
Antiaircraft artillery umpire duties	36
Antiaircraft machine-gun fire, losses from	34
Application of Power Factors	3
Artillery (antiaircraft) umpire duties	36
Artillery, characteristics of	27
Artillery, field, casualties compared to infantry	9
Artillery personnel, losses of in battle	7
Attack, Cloud DM	32
Aviation losses from antiaircraft fires	36
Aviation losses from .50 caliber fires	37
Aviation Umpire, duties of	32
Aviation Umpire, reports to Chief Umpire	32

B

Battle losses (casualties)	8
Beach and Shore Parties, umpires, duties of	21
BLUE flag, signal, meaning of	1
BLUE, umpires, duties of	17
Boats, losses	10

C

Casualties, airplanes	9
" , artillery personnel	9
" , boats	10
" , chemical warfare, from chemical agents	29
" , combat transportation	11
" , demolitions	11
" , infantry personnel	8
" , losses of materiel in battle	10
" , losses of personnel in battle	7
" , mechanized vehicles	10
" , medical	7
" , other delays	12
" , other than infantry artillery	9
" , transport	10

Characteristics of artillery	27
Chemical agents, types of	29
Chemical shell, ammunition requirements, airplane	30
Chemical Warfare, casualties from chemical agents	29
Chemical Warfare, general rules	29
Chief Umpire, duties of	17
Chief Umpire, final report of	42
Cloud attack DM, ammunition requirements	32
Combat transportation, losses of materiel	10
Communications, penalties and casualties inflicted by umpires ..	13
Communications, umpire system of	13
Communications, troops' system, differences	13
Communications, umpire duties of	13
Company Umpires, duties of	18
Concentrations, number of	25
Control of flags	1
Critique, compilation of written, how conducted	43
Critique, information for and assembling of	43
Critique, outline of, guide for	43
Critique, preparation and presentation of	43

D

Data, Naval Gunfire	39
Defense, hasty, organization of, time required	1
Delays, demolitions	11
Delays, other than demolitions	12
Demolitions, delays caused by	11
DM cloud attack, ammunition requirements	32
Don'ts—general instructions—what not to do—what to avoid ...	42
Do's—general instructions	42
Duties, chief umpire, technique of umpiring	17
Duties of antiaircraft artillery umpire	36
Duties of umpires	17
" " " , Squadron umpire	32
" " " , Antiaircraft artillery	36
" " " , Aviation	32
" " " , Beach and Shore Parties	21
" " " , Chief	17
" " " , Company	18
" " " , Infantry Battalion	18
" " " , Light Artillery Battalion	22
" " " , Logistics and Administration	20
" " " , Medical	21
" " " , Naval Gunfire Support	38
" " " , Senior Blue and Red	17
" " " , Ship to Shore	21

E

Effects of Air Attacks	35
Equipment, carried by umpires	15

F

Factor, power ratio, sample work sheet of	6
Factors, power, effect of range on	4
Factors, power, explanation of	3
Factors, power, influence of artillery fire on	4
Factors, unit power	2
Factors, power, sample work sheet for computing	6
Factors, power, weapons	2
Final Report of Chief Umpire	42, 44
Final Report of Umpires	42
Fire Power	3
Fire, artillery, rates of and ammunition requirements	25
Flags, color and meaning of	1
Flags, control	1
Flags, signal	1
Functions of antiaircraft artillery umpire	36
Functions of umpires	15

G

General Instructions, technique of umpiring	15
General Rules for Aviation	33
Ground, organization of (hasty defense)	1

H

Hasty defense, organization of, time required	1
Hits, table of, antiaircraft machine-gun fire	37

I

Infantry Battalion Umpires, duties of	18
Infantry Company Umpires, duties of	18
Infantry, losses of (casualties)	8
Infantry, rates of advance of	1
Instructions, technique of umpiring	15

L

Landing Operations, penalties	23
Light Artillery Battalion Umpires, duties of	22
Log of Events, umpires	16
Logistics and Administrative Umpires, duties of	20
Losses, airplanes	11
Losses, artillery personnel	9
Losses, battle casualties	8
Losses, boats	11
Losses, combat transportation	11

Losses, demolitions	11
Losses, general	7
Losses from antiaircraft fires, aviation	36
Losses from antiaircraft machine-gun fire	37
Losses from .50 caliber fires, aviation	37
Losses in personnel, daily, assumed dead and wounded	10
Losses, infantry personnel	8
Losses, materiel	10
Losses, mechanized vehicles	10
Losses, medical casualties	7
Losses, other delays	12
Losses, other than infantry and artillery	9
Losses, personnel	7
Losses, prisoners of war	7
Losses, time	11
Losses, transport	11

M

Materiel, casualties, general, mechanized vehicles	10
Mechanized vehicles, losses of, materiel casualties	10
Medical losses (casualties)	7
Medical Umpire, duties of	21
Messenger system of communications	13
Messing, technique of umpiring	15
Military Special Symbols	53
Messing, of umpire personnel	15
Munitions, Airplane, requirements	31

N

Naval Gunfire data	39
Naval Gunfire Support Umpire	38
Neutralization, ammunition allotments for	24

O

Observation of communications	13
Organization of Ground (Hasty Defense), time required	1
Organization, technique of umpiring	15
Outline of the Critique	43

P

Penalties (Landing Operations)	23
Penalties, communication system	13
Personnel, losses, artillery	9
Personnel, losses, battle	8
Personnel, losses, daily, table of	10
Personnel, losses, infantry	8

Personnel, losses, medical	7
Personnel, losses, other than infantry and artillery	9
Personnel, losses, prisoners of war, etc.	7
Power Factor Ratio, sample work sheet of	6
Power Factors, application of	3
Power Factors, effect of range on	4
Power Factors, explanation of	3
Power Factors, influence of artillery on	4
Power Factors, unit	2
Power Factors, weapons	2
Power, fire	3
Prisoners of war	7

R

Radio communication (also messenger) system, umpire	13
Rates of advance, infantry	1
Rates of Fire, Ammunition	25
Ratio, power factor, work sheet (sample)	6
RED Flag, signal, meaning of	1
RED, Umpires, duties of	17
Report, final, Chief Umpire	44
Reports of Unit or Assistant Umpire to Senior Umpire upon completion of exercise or problem	42
Requirements, ammunition, chemical shell	30
Requirements, ammunition, DM Cloud Attack	32
Rules of Chemical Warfare, general	29

S

Sample work sheet for computing power factors	6
Senior Umpires, Blue and Red, duties of	17
Shell, chemical, ammunition requirements	30
Ship to Shore Movement Umpires, duties of	21
Shore Party Umpire, duties of, etc.	21
Signals, flags used (white, blue, red, yellow)	1
Symbols, Special Military	53

T

Table of daily losses, personnel, dead and wounded	10
Table of hits, anti-aircraft machine-gun fire	37
Technique of Umpiring:	15
equipment	15
general instructions	15
messing	15
organization	15
transportation	15

Time Required, Organization of Ground (Hasty Defense)	1
Transport casualties	11
Transportation, technique of umpiring	15
Types of chemical agents	29

U

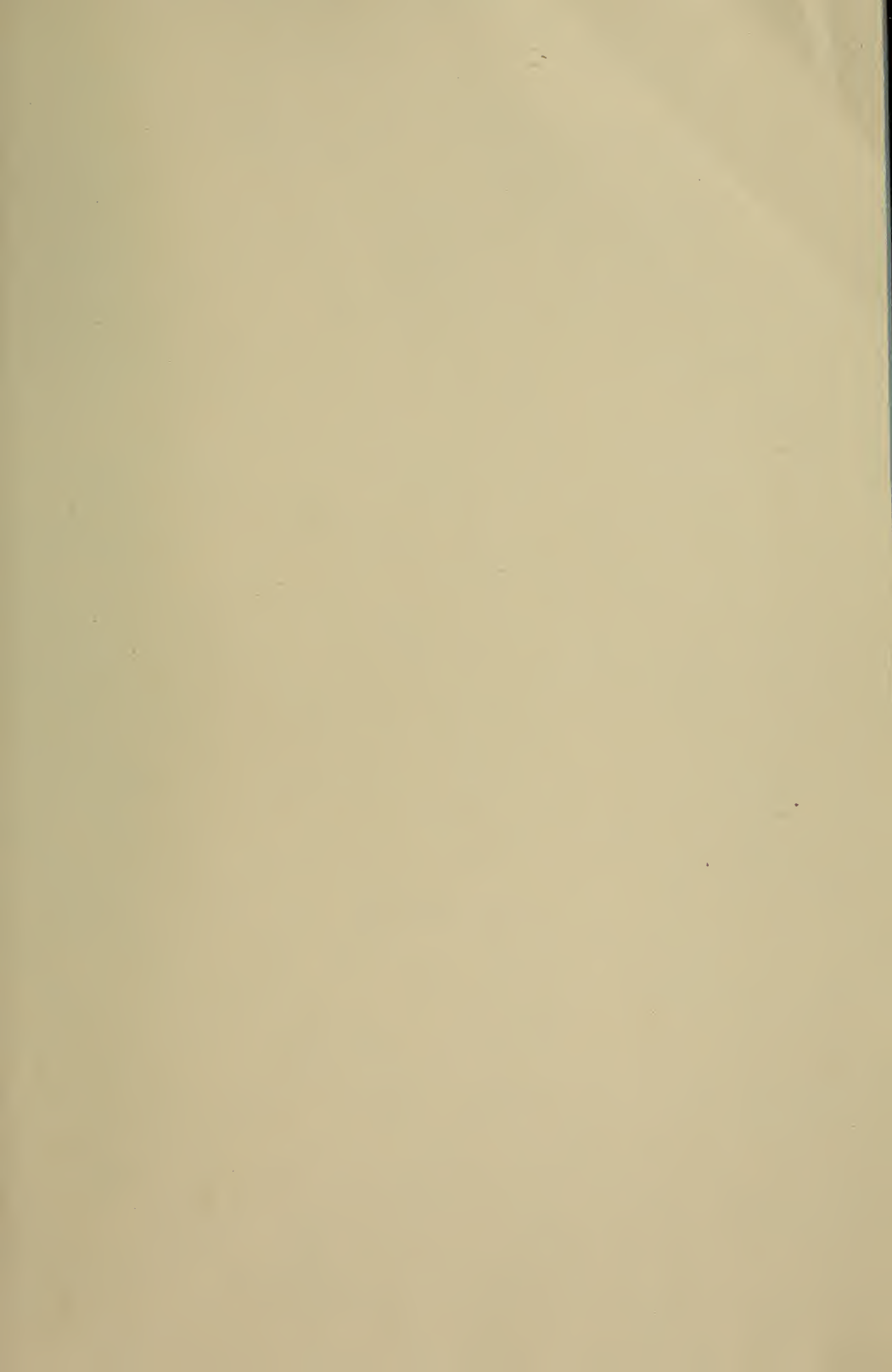
Umpire, squadron	33
Umpire, antiaircraft artillery, duties of	36
Umpire, duties of chief	17
Umpire, final report of chief	44
Umpire, naval gunfire support, duties of	38
Umpires, aviation, duties of	33
Umpires, beach and shore parties, duties of, etc.	21
Umpires, company, duties of, etc.	18
Umpires, duties of	17
Umpires, equipment carried by	15
Umpires, infantry battalion, duties of, etc.	18
Umpires, light artillery battalion, duties of, etc.	22
Umpires, log of events	16
Umpires, logistic and administrative, duties of	20
Umpires, medical, duties of	21
Umpires, principal functions of	15
Umpires' reports, submission of, upon completion of exercise or problem	42
Umpires, responsibility of	17
Umpires, senior BLUE and RED, duties of, etc.	17
Umpires, ship to shore movement, duties of, etc.	21
Umpiring, technique of	15
Unit power factors	2

W

Warfare, chemical, casualties from chemical agents	29
Warfare, chemical, general rules	29
Weapons, power factors of	2
WHITE flag, signal, meaning of	1
Work Sheet for computing power factors, sample of	6

Y

YELLOW flag, signal, meaning of	1
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